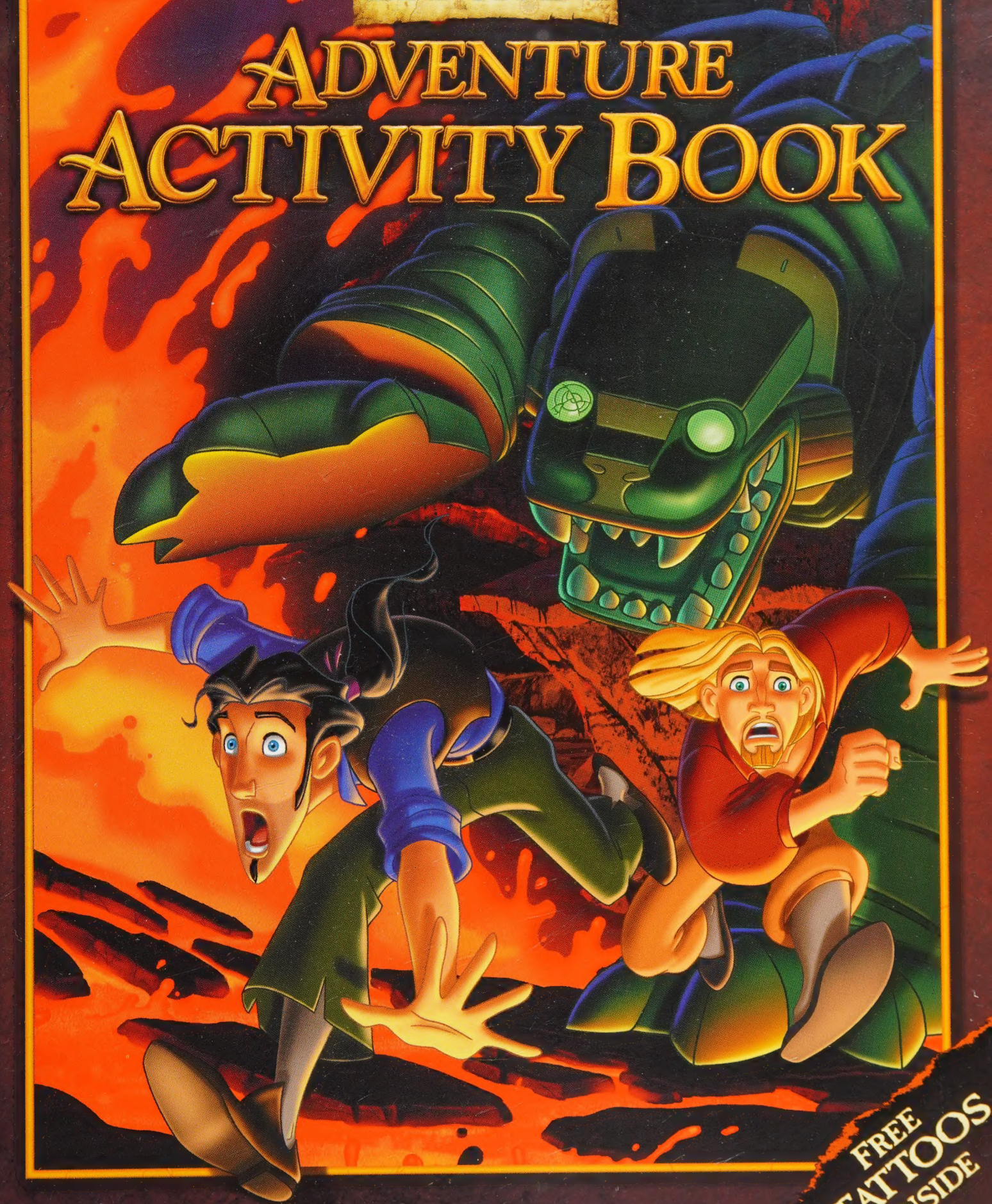


THE ROAD TO
EL DORADO

ADVENTURE ACTIVITY BOOK



FREE
TATTOOS
INSIDE

GOLD AND GLORY
THE ROAD TO
EL DORADO

PUFFIN BOOKS

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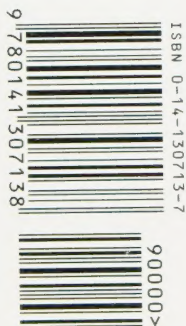
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THE ROAD TO
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ADVENTURE ACTIVITY BOOK



MAKE SOME

Tzekel-Kan loves a good sacrifice. But which is better—sending gifts to the spirit world through the ceynote well, or through an erupting volcano? Why not try both?

SWIRLING CEYNOTE WELL

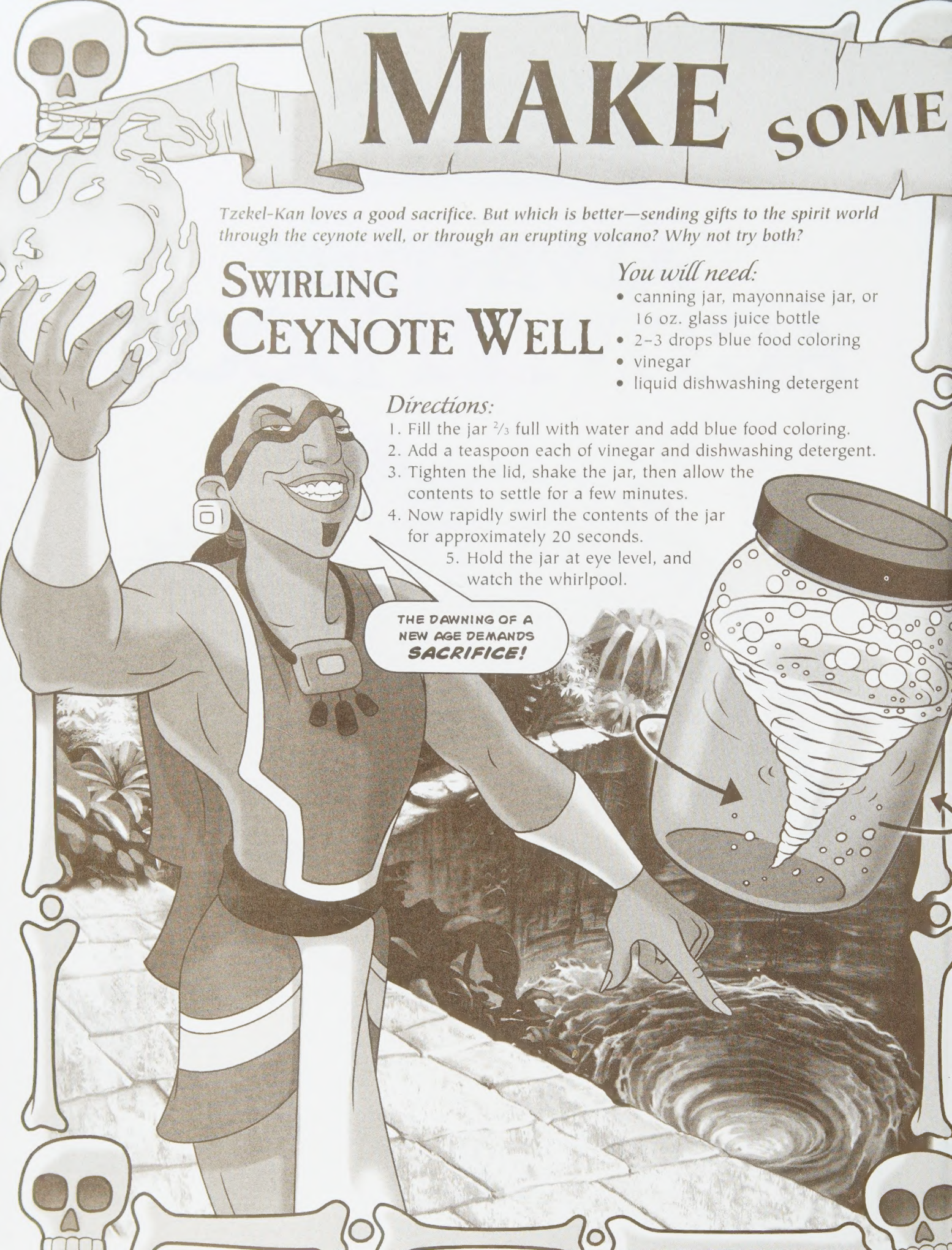
You will need:

- canning jar, mayonnaise jar, or 16 oz. glass juice bottle
- 2–3 drops blue food coloring
- vinegar
- liquid dishwashing detergent

Directions:

1. Fill the jar $\frac{2}{3}$ full with water and add blue food coloring.
2. Add a teaspoon each of vinegar and dishwashing detergent.
3. Tighten the lid, shake the jar, then allow the contents to settle for a few minutes.
4. Now rapidly swirl the contents of the jar for approximately 20 seconds.
5. Hold the jar at eye level, and watch the whirlpool.

THE DAWNING OF A
NEW AGE DEMANDS
SACRIFICE!



OFFERINGS

ERUPTING VOLCANO

You will need:

- old newspapers
- empty can
- paper plate
- clay
- sand, soil, or leaves
- vinegar
- red food coloring
- gold glitter
- teaspoon
- baking soda

Directions:

1. Cover your work area with old newspapers.
2. Place the can on the paper plate.
3. Build a mound around the can using the clay and sand, soil, or leaves. Be sure to leave the opening of the can uncovered.
4. Fill the can $\frac{3}{4}$ full with vinegar. Add a few drops of red food coloring and several shakes of glitter.
5. When you're ready for the eruption, add a spoonful of baking soda and watch the lava flow!

Tip:

You can make your own clay. Mix 4 cups of flour, 1 cup of salt, and $1\frac{1}{2}$ cups of water.



STOP, THIEF!

Honesty is the best policy, but nobody's perfect. If Miguel and Tulio had been 100% honest, they wouldn't have had such a great adventure. If you're as good at bluffing as they are, you'll be great at this game.

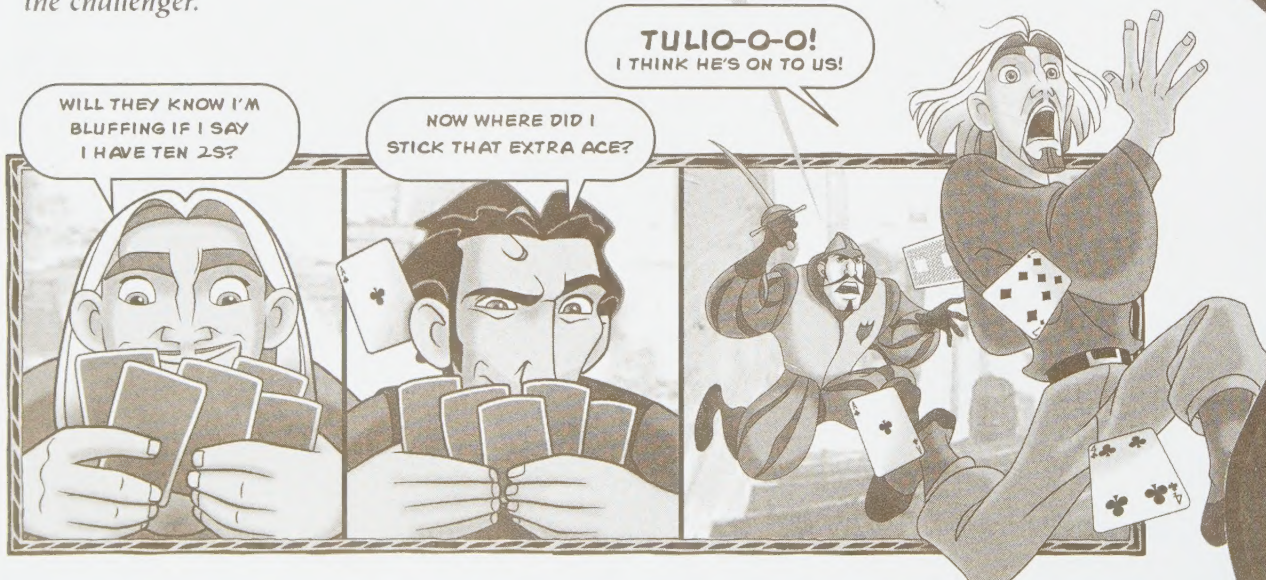
To play STOP, THIEF! you will need:

- a deck and a half of cards
- up to four friends

Directions:

1. Shuffle the cards and deal them all facedown.
2. Pick up your cards and sort them by number.
3. The player to your left (Player #1) goes first.
Player #1 must lay all of his/her 2s facedown and then say how many 2s were put down.
4. The other players decide whether Player #1 is telling the truth.
5. If someone thinks Player #1 is lying, that person says, "Stop, thief!" Player #1 then turns his/her cards faceup.
6. If there really are as many 2s as Player #1 said, the player who challenged takes all the cards. If any of the cards put down by Player #1 are not 2s, or if there are more cards than Player #1 said he/she put down, Player #1 has to take the cards back.
7. If no one challenges Player #1, the game continues. The next player who loses a challenge has to take *all* the cards in the pile.
8. Player #2 lays down 3s, Player #3 lays down 4s, and so on. When you get all the way up to the aces, start again with 2s. The first person to lay down all of his/her cards is the winner!

Note: If two people yell "Stop, thief!" at the same time, the person to the player's left is the challenger.





DON'T GET STUCK WITH TZEKEL-KAN

Poor Tzekel-Kan. He's so unpopular. Maybe it's his passion for sacrifice or his bloodthirsty jaguar, but no one wants to get stuck with him.

Directions:

1. Deal out a deck of cards plus one joker (that's Tzekel-Kan) to 3-5 players. Players should put any pairs they have faceup on the table.
2. The player to the dealer's left picks a card from the dealer's hand. If the card creates a pair, that player can put the pair faceup on the table. If not, the card gets added to that player's hand. Play continues around the table.
3. The game ends when there's only one card left, the joker. The player who has it is stuck with Tzekel-Kan!

ROUND AND ROUND

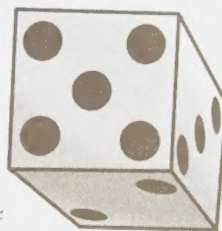
Round up some dice and a few friends to join you in this fun and easy game. Just remember to test the dice first to make sure they're not loaded!

You will need:

- two dice
- a scorecard
- at least one other player

Directions:

1. Write the numbers two through twelve on a piece of paper. These are the eleven rounds of this game, one for each combination of two dice. This paper will be your scorecard.
2. In the first round, each player must try to roll a total of two. If he/she succeeds, two points are marked on his/her scorecard. If he/she fails, no points are granted.
3. In the second round, each player must try to score a total of three. If he/she succeeds, three points are added to his/her score. If he/she fails, no points are added.
4. Play continues until all eleven rounds have been completed. The person with the highest score at the end of the eleventh round is the winner.



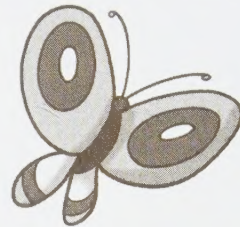
Let 'em roll!

CHEL~

El-Dough-Rado Doughy Play Clay

Chel knows there's more to the Lost City of Gold than just gold. El Dorado is filled with natural wonders and beautiful animals. Create your own colorful creatures with these activities.

IT'S NOT GOLD,
HONEY, BUT THIS IS
THE NEXT BEST THING.



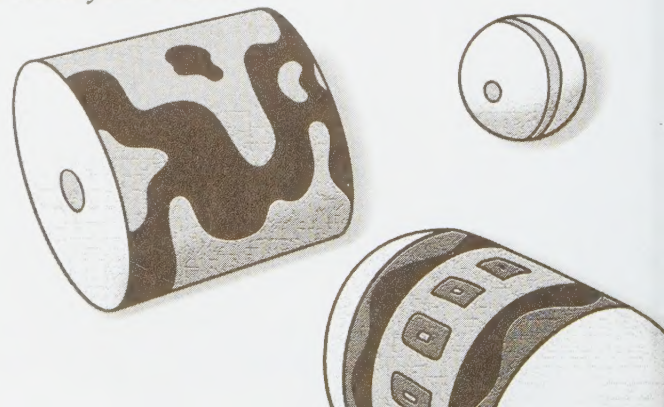
You will need:

- ½ cup salt
- 2 cups flour
- ¾ cup water
- 1 tablespoon oil
- food coloring
- gold glitter

Directions:

1. Mix everything together in a large bowl and blend until fully combined.
2. Separate into small balls and add several drops of food coloring to each. Knead play clay until food coloring is evenly distributed throughout.
3. To make gold play clay, add yellow food coloring to one ball and knead. Once the food coloring is worked in, add gold glitter and continue to knead.

Tip: To keep your play clay fresh, keep it in a sealed container when you're done.



DORADO



Bevy of Butterflies

You will need:

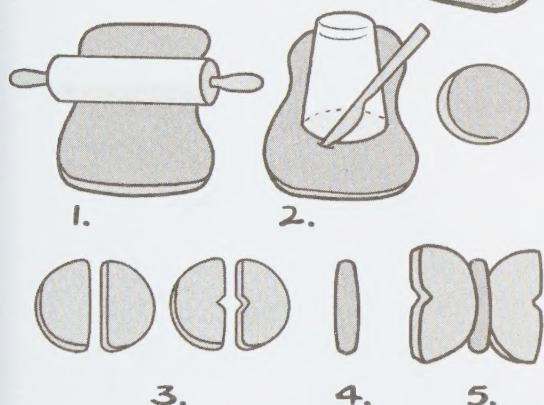
- rolling pin
- El-Dough-Rado Doughy Play Clay
- drinking glasses
- butter knife
- food coloring



Directions:

1. Use a rolling pin to flatten play clay.
2. Use the rim of a glass to cut a circle of dough.
3. Next, use a knife to cut the circle in half. These are the wings of your butterfly. Then cut a notch in the center of the flat side of each half circle.
4. Now roll a small piece of dough into a short rod for the body of the butterfly.
5. Put the pieces together to create the butterfly.
6. When done, let dry and decorate your butterfly with food coloring, paint, or gold glitter. Try to make each butterfly look different.

Tip: Don't stop with butterflies! Use your El-Dough-Rado Doughy Play Clay to make fish, monkeys, or miniature models of Altivo and Bibo!



Necklace Beads

Directions:

1. Break small pieces from your play clay and color each using food coloring.
2. Create a cool swirled effect by combining two or three different colored balls. Don't mix too thoroughly. You can also add gold glitter.
3. Use a wire to poke holes through your balls of play clay. Make sure the holes are wide enough for the string to fit through.
4. You can also use the wire to etch lines or designs on the outside of your beads.
5. Set beads aside to dry overnight (or longer).
6. When they are dry, string beads on yarn or elastic.

You will need:

- El-Dough-Rado Doughy Play Clay
- food coloring
- gold glitter
- wire
- yarn or elastic



BLAZE YOUR

You can blaze your own trail just like Miguel and Tulio did. But first, you'll need a jungle to blaze through. A map might come in handy, too.

GROW YOUR OWN JUNGLE

You will need:

- empty 2-liter soda bottle
- potting soil
- seeds (marigolds, herbs, and lima beans work well)
- water
- rocks and sticks
- plastic wrap
- rubber band

Directions:

1. Have an adult help you cut the top off of your 2-liter soda bottle, then wash and dry the bottle thoroughly.
2. Put an inch or two of potting soil in the bottom of the bottle.
3. Plant the seeds according to the package instructions, then water the soil so it is moist but not soggy. Add rocks and sticks.
4. Cover the top of the bottle with plastic wrap and secure with a large rubber band.
5. Put your jungle in a sunny place and watch it grow.

Tip: You do not have to water your jungle—the sealed container traps the evaporating water and returns it to the soil. But if your container fogs up, remove the plastic for a few hours to let your jungle dry out.



OWN TRAIL!



MAKE A TREASURE MAP

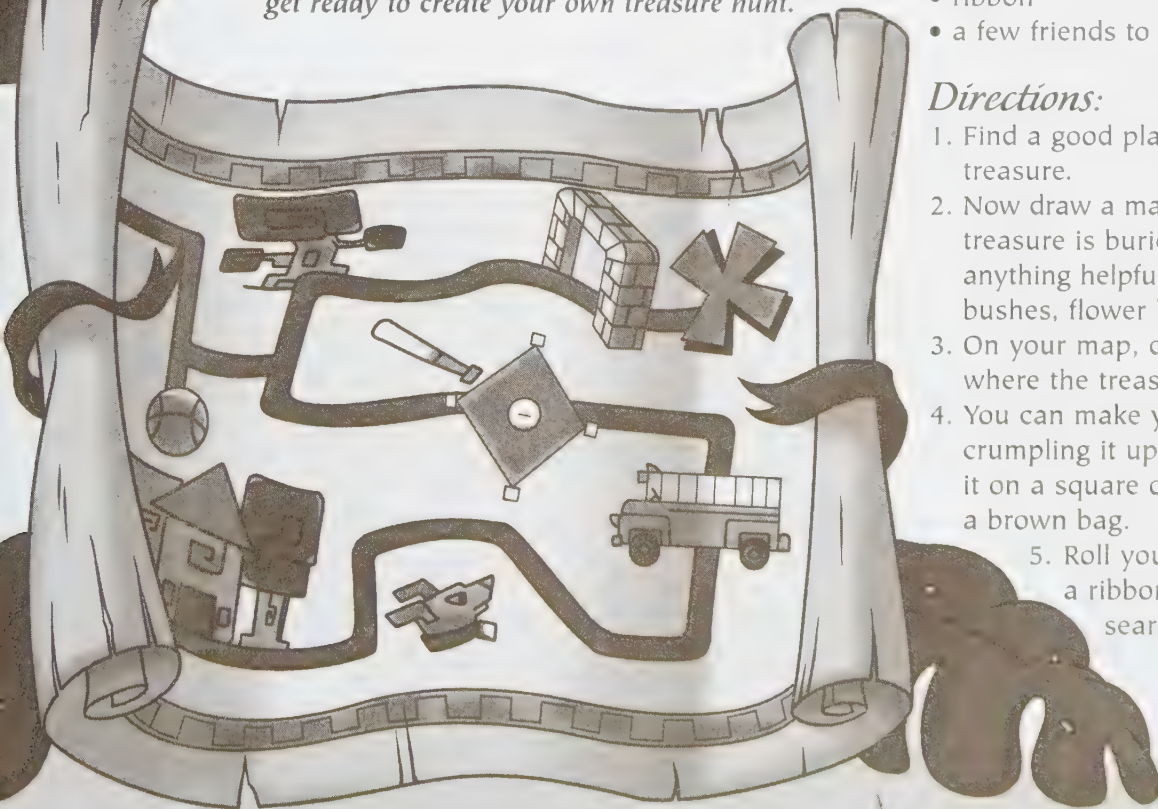
Winning a map like Miguel and Tulio did is great, but making your own map is lots of fun, too. So find something to bury, some friends to search for it, and get ready to create your own treasure hunt.

You will need:

- something to bury or hide (such as a toy, a ball, a picture you made)
- paper
- crayons, magic markers, or paints
- ribbon
- a few friends to search for the treasure

Directions:

1. Find a good place to bury or hide your treasure.
2. Now draw a map of the area where your treasure is buried. Be sure to include anything helpful to your searchers (trees, bushes, flower beds, furniture, etc.).
3. On your map, draw a big red X over where the treasure is buried.
4. You can make your map look old by crumpling it up a little, or by drawing it on a square of paper cut or torn from a brown bag.
5. Roll your map up and tie it with a ribbon. Present it to your searchers and the hunt is on!



JAGUAR

Follow this maze to get to safety. Answering a question correctly will lead you in the right direction. But be careful, answering a question incorrectly will lead you to your doom!

EAGLE

JAGUAR

Tzekel-Kan
proclaims the
dawn of the
Age of the:

CARD GAME

Miguel and Tulio
win the map to
El Dorado in a:

DICE GAME

Start!

THE CHIEF

TZEKEL-KAN

In favor of
sacrifice:

TULIO

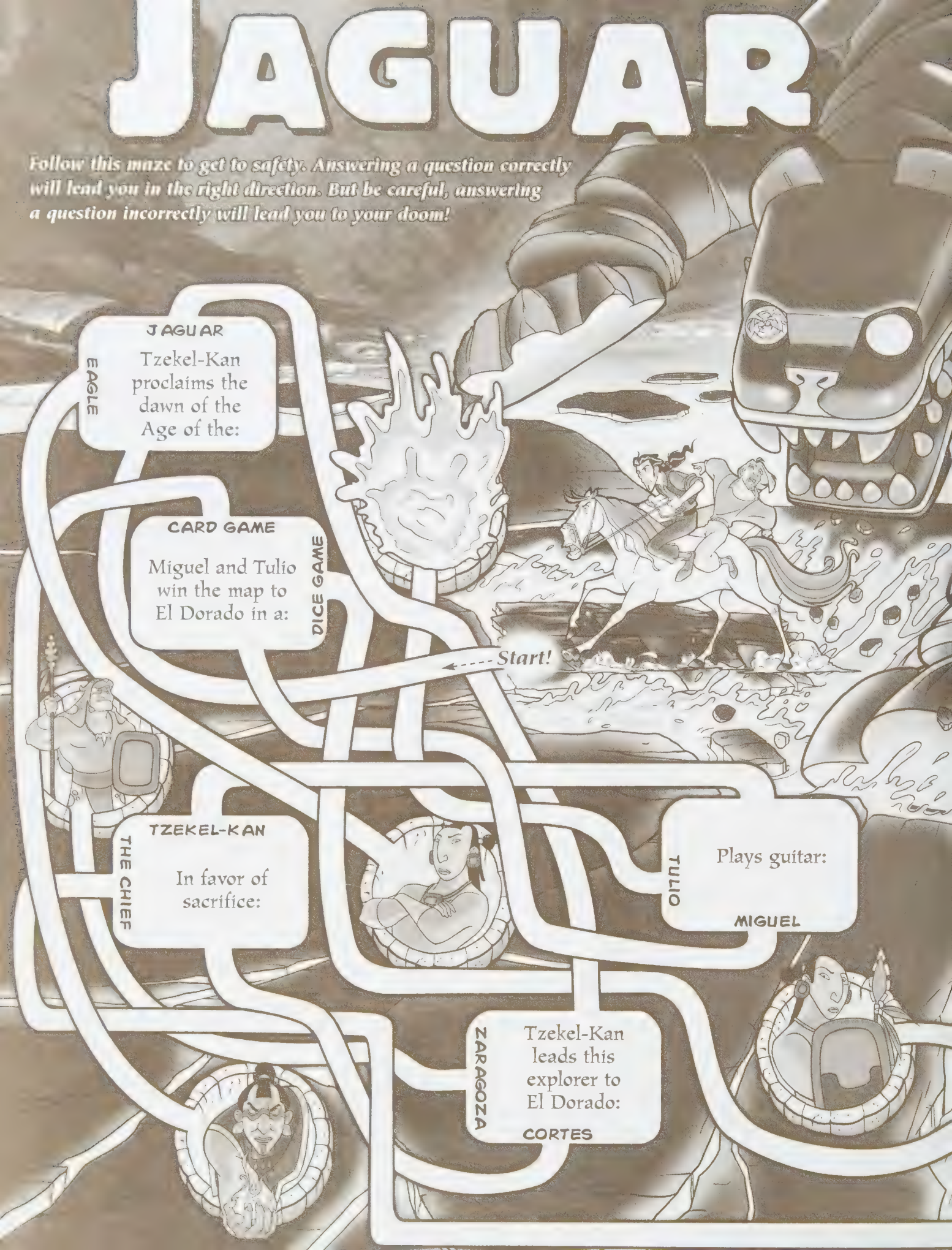
Plays guitar:

MIGUEL

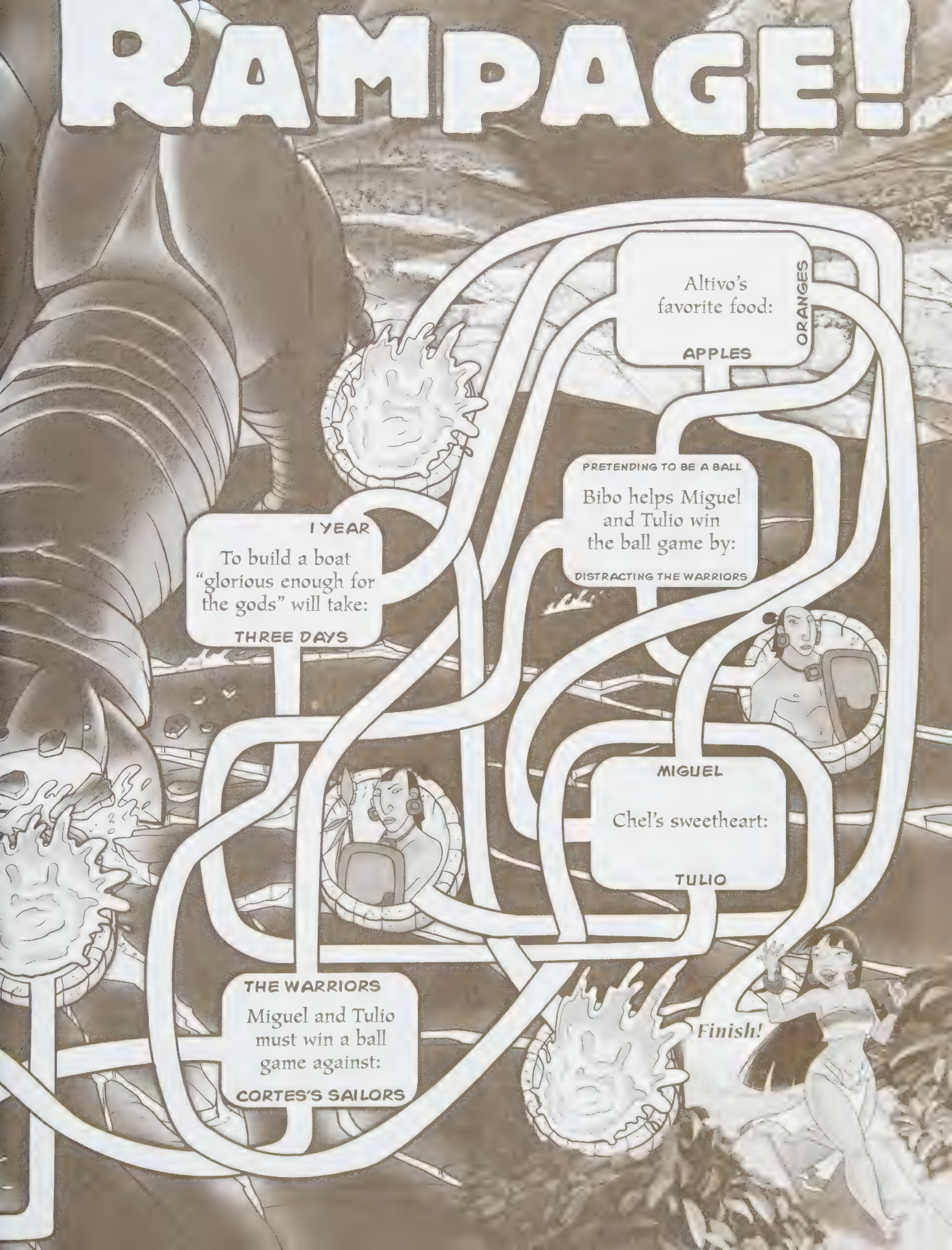
ZARAGOZA

Tzekel-Kan
leads this
explorer to
El Dorado:

CORTES



RAMPAGE!



Altivo's
favorite food:

ORANGES

APPLES

PRETENDING TO BE A BALL

Bibo helps Miguel
and Tulio win
the ball game by:

DISTRACTING THE WARRIORS

1 YEAR

To build a boat
"glorious enough for
the gods" will take:

THREE DAYS

MIGUEL

Chel's sweetheart:

TULIO

THE WARRIORS

Miguel and Tulio
must win a ball
game against:

CORTES'S SAILORS

Finish!

TO XIBAL

The Chief is pretty good to the gods. He sends gold to the spirit world, and everyone knows how much the gods love gold. But what does he get in return for his devotion? Do the gods ever let him in on what his future holds? N-O. Maybe he could use this handy fortune-teller instead, and keep the gold for himself.

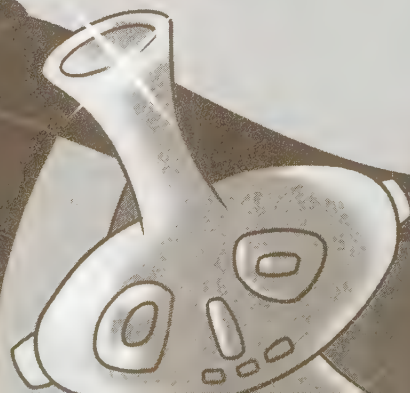
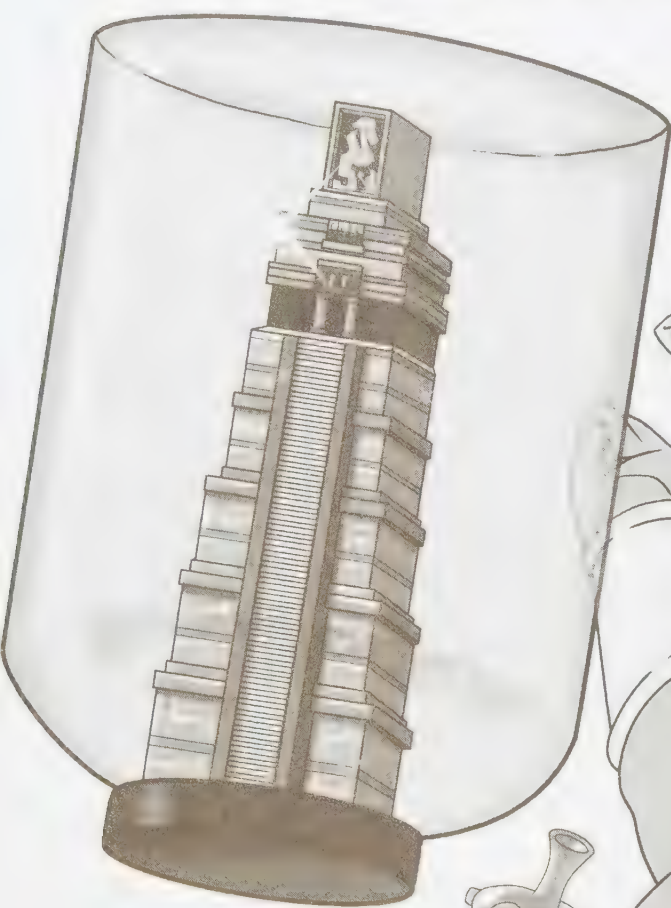
GOLD TRIBUTE GLITTER GLOBE

Directions:

1. Use modeling clay to build a temple (as shown). Make sure the base of your temple is not larger than the lid of your jar.
2. Paint temple gold and let dry completely.
3. When temple is dry, glue it to the inside of the lid of the empty glass jar. Allow enough space around it to screw the lid on. Let glue set.
4. Fill glass jar about 3/4 full with water. Add glitter (several shakes or approximately 1 tablespoon).
5. When glue is dry, screw on lid and check water level. Add or spill out water if needed.
6. Screw lid on tightly, shake your glitter globe, and watch it sparkle!

You will need:

- waterproof modeling clay
- waterproof gold paint
- waterproof glue (a glue gun works best)
- empty glass jar with lid
- water
- gold glitter



BA!

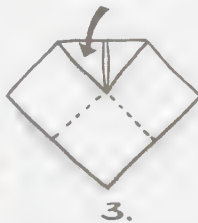
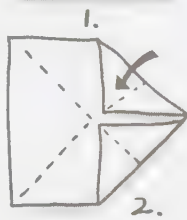
(SHE-BALL-BAH)

THE SPIRIT WORLD

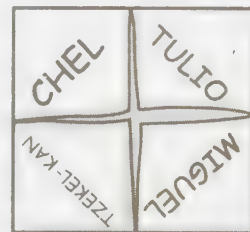
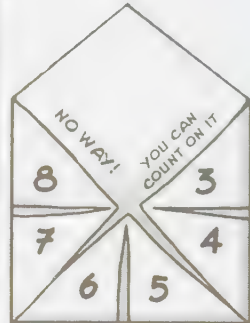
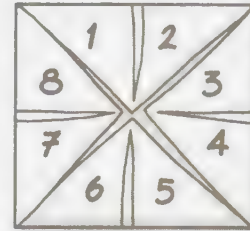
SACRED FORTUNE-TELLER

Directions for making:

1. Fold a square paper twice diagonally.
2. Open, then fold each corner into the "x" in the center of the paper.
3. With the folded corners facedown, fold each corner again to the center. When you are done folding, you should see eight triangles.

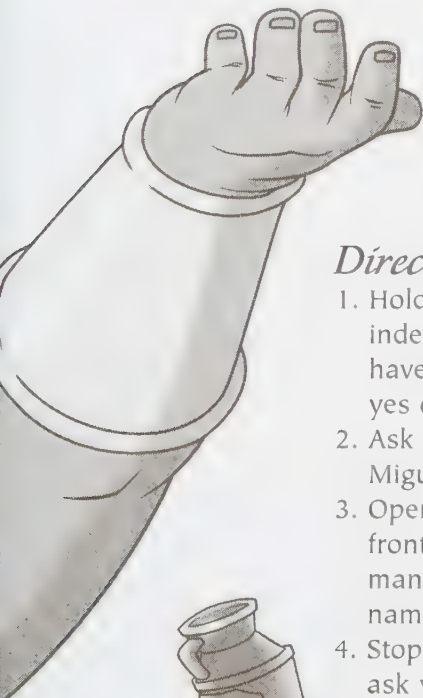
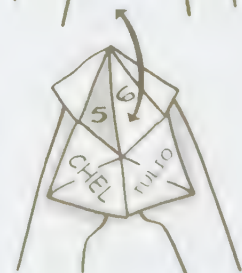
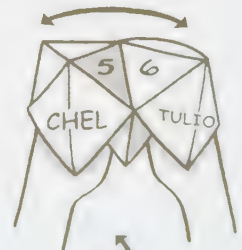
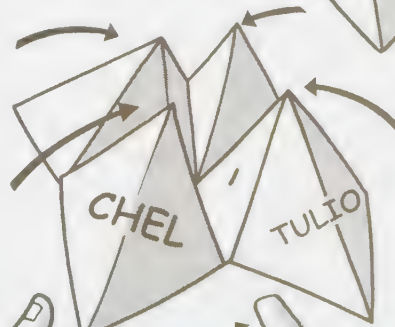
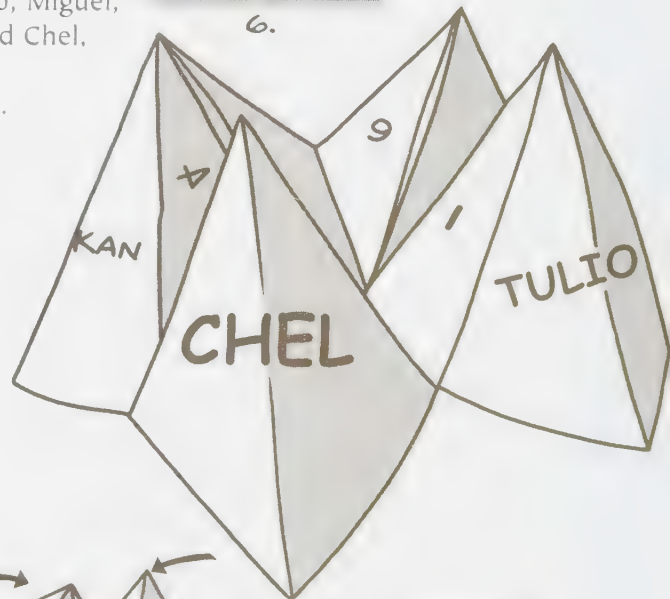


4. Write the numbers 1-8 on the triangles.
5. Lift the triangles and write a fortune under each. Here are some suggestions: The stars are in position for this. You can count on it! No way, no how. There's a slim possibility. Ask again later.
6. Now flip the fortune-teller over. You should see four squares. Write the names Tulio, Miguel, Tzekel-Kan, and Chel, one name on each square.



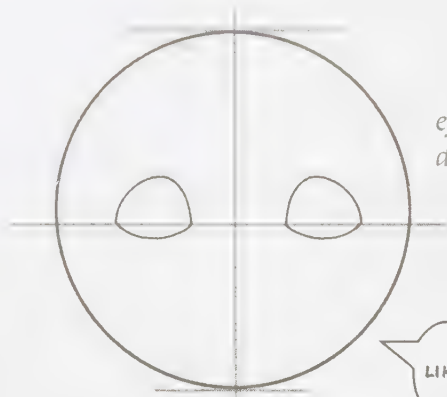
Directions for using:

1. Holding the fortune-teller on your index fingers and thumbs (as shown), have a friend ask it a question with a yes or no answer.
2. Ask your friend to pick a name (Tulio, Miguel, Tzekel-Kan, or Chel).
3. Open and close the fortune-teller first front-to-back and then side-to-side as many times as there are letters in the name.
4. Stop on the last letter and ask your friend to pick one of the four numbers showing. Open and close the fortune-teller that many times.
5. Repeat step #4.
6. Ask your friend to pick one last number. Lift the flap to reveal the answer to the question.



HEAD TO HEAD

Part of being a successful con artist is being convincing. The other part is being convincingly drawn. Here are step-by-step directions for recreating Miguel and Tulio.

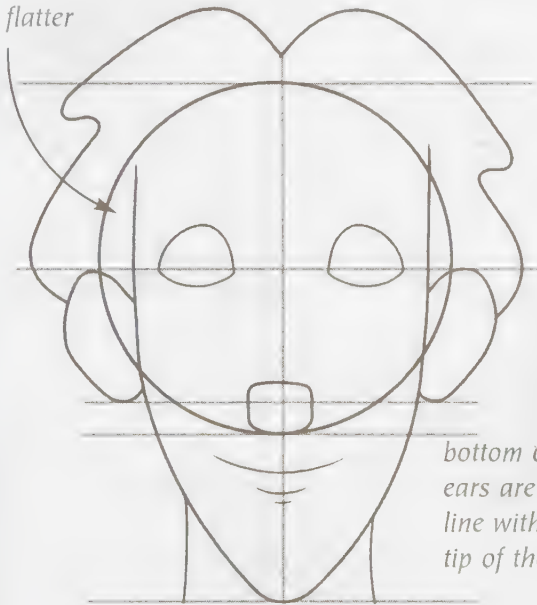


eyes are $\frac{1}{2}$ way down ball



with mouth $\frac{1}{2}$ open, chin and eyes are the same distance from the base of ball

sides of head are flatter



top of ears touches the eye line

bottom of ears are in line with the tip of the nose

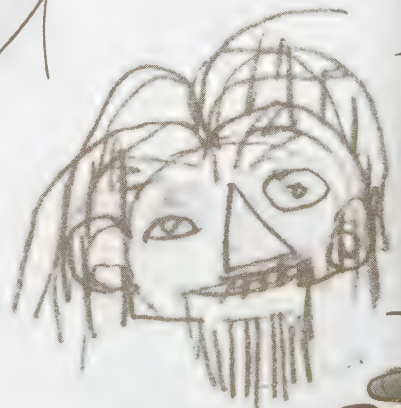
NOW ADD THAT IRRESISTIBLE SMILE.



THAT'S IT—TALL, DARK, AND HANDSOME.

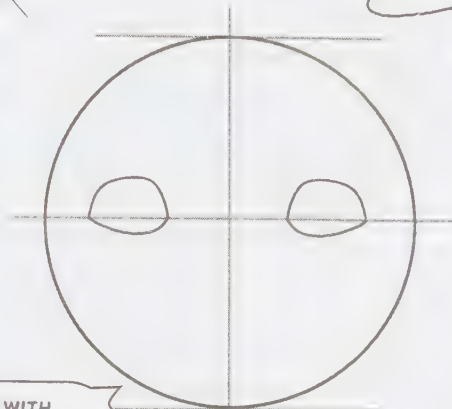
TULIO

MIGUEL →





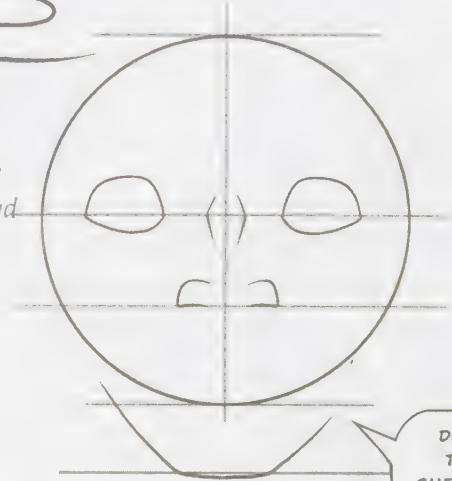
MIGUEL



START WITH THE EYES NOT TOO CLOSE TOGETHER.

eyes are $\frac{1}{2}$ way down ball

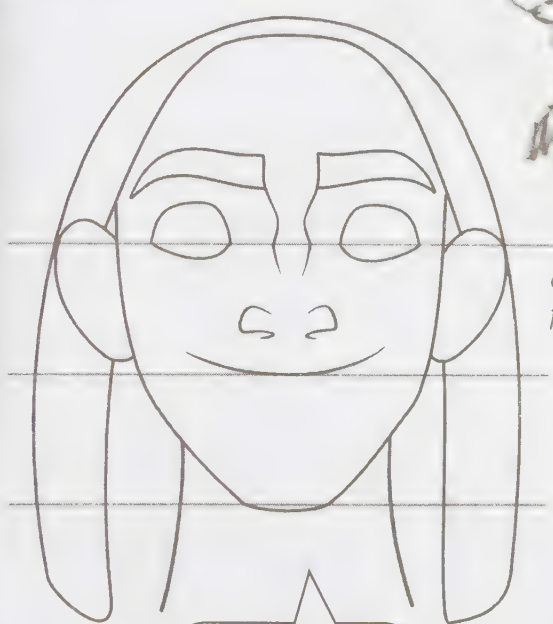
nose stops $\frac{1}{2}$ way between eyeline and base of ball



DON'T FORGET TO MAKE MY CHEEKBONES NICE AND SHARP.

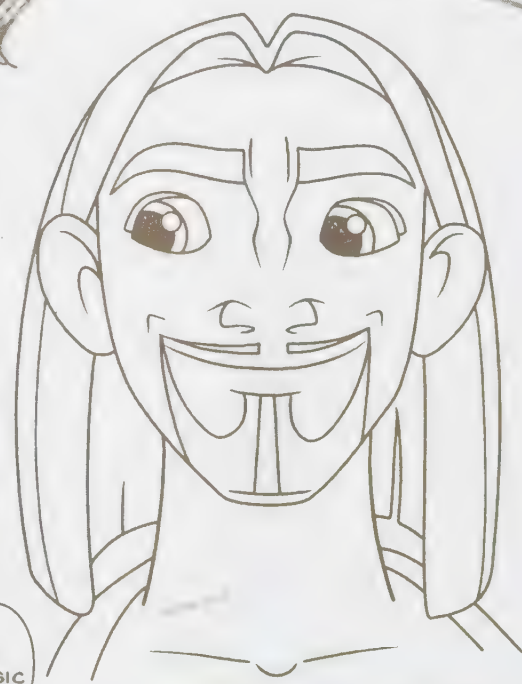


Tulio



ears start from eyeline

MMM. MAYBE BLONDES DO HAVE MORE FUN!



THE "WANTED" POSTERS DON'T DO JUSTICE TO MY CLASSIC GOOD LOOKS.



BUILD A SPANISH GALLEON

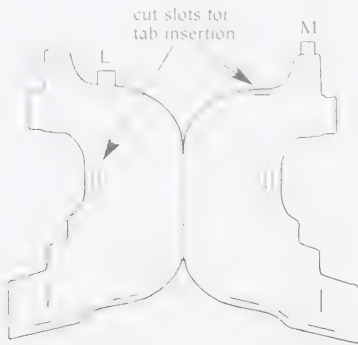
If it hadn't been for their free ride aboard Cortes's ship, Miguel and Tulio would still be in Spain trying to hustle a few pesetas from some unsuspecting sailor. Follow these directions for a free ride of your own.

You will need:

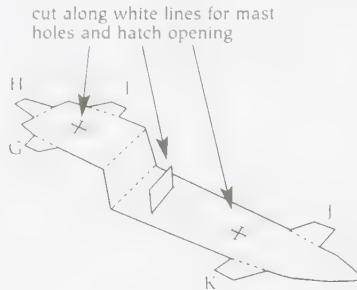
- scissors
- a piece of white paper
- two straws
- clear tape

Directions:

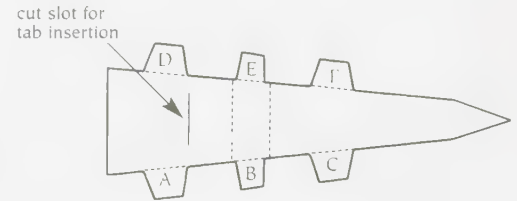
- Do not cut along dotted lines. Dotted lines indicate folds.
 - White lines indicate slots to be cut for tab or mast holes.
- (You may need an adult to help you with this.)



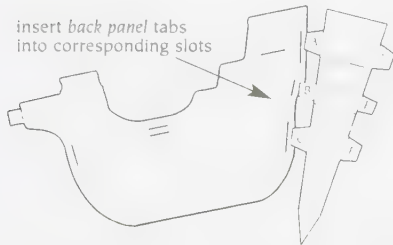
1. Cut out *body* of ship. Fold the ship's *body* in half, and fold over tabs.



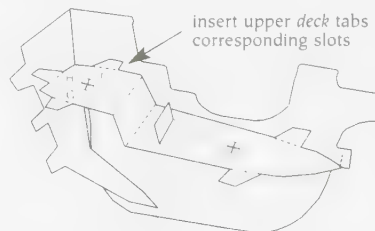
2. Cut out *deck*. Cut white solid lines for mast holes and hatch. Fold deck and hatch as shown. Cut out picture of Miguel and Tulio and tape under hatch.



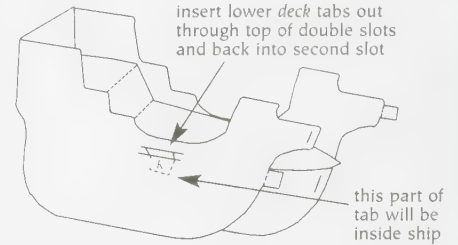
3. Cut out *back panel*. Cut along white line for slot. Fold tabs and back panel along dotted lines.



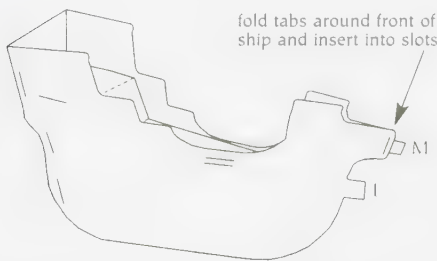
4. Insert tabs A, B, and C around outside of ship so that tabs are inside ship. Use tape to secure tabs. Repeat with tabs D, E, and F. Tuck pointed end of *back panel* into ship.



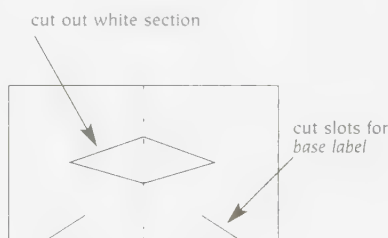
5. Insert tabs G, H, and I of *deck* into *side* and *back panel* slots. Use tape to secure tabs to side of ship. (Diagram cut away to show interior, do not separate sides of ship.)



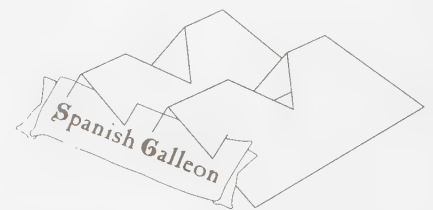
6. Weave tab K through the double slots on the side of the ship and secure with tape inside. Repeat with tab J.



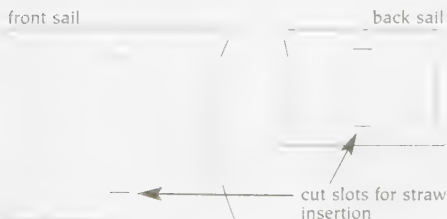
7. While holding up the pointed end of the *deck*, insert tabs L and M around outside of ship and use tape to secure tabs inside ship. Lay deck down flat.



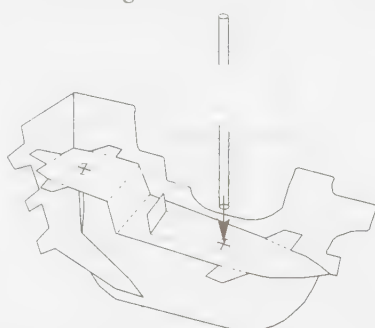
8. Cut out *base*, and fold in half along dotted line. Cut out the white sections, and cut along the white lines for slots.



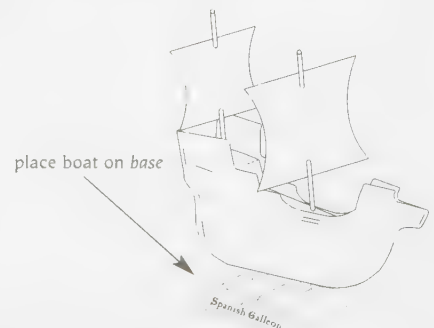
9. Cut out *base label* and insert it into the slots in the *base* as shown.



10. Using white paper, trace sail outlines on inside back cover. Cut out sails and cut along black lines for slots. You can decorate your sails before putting them on your ship.

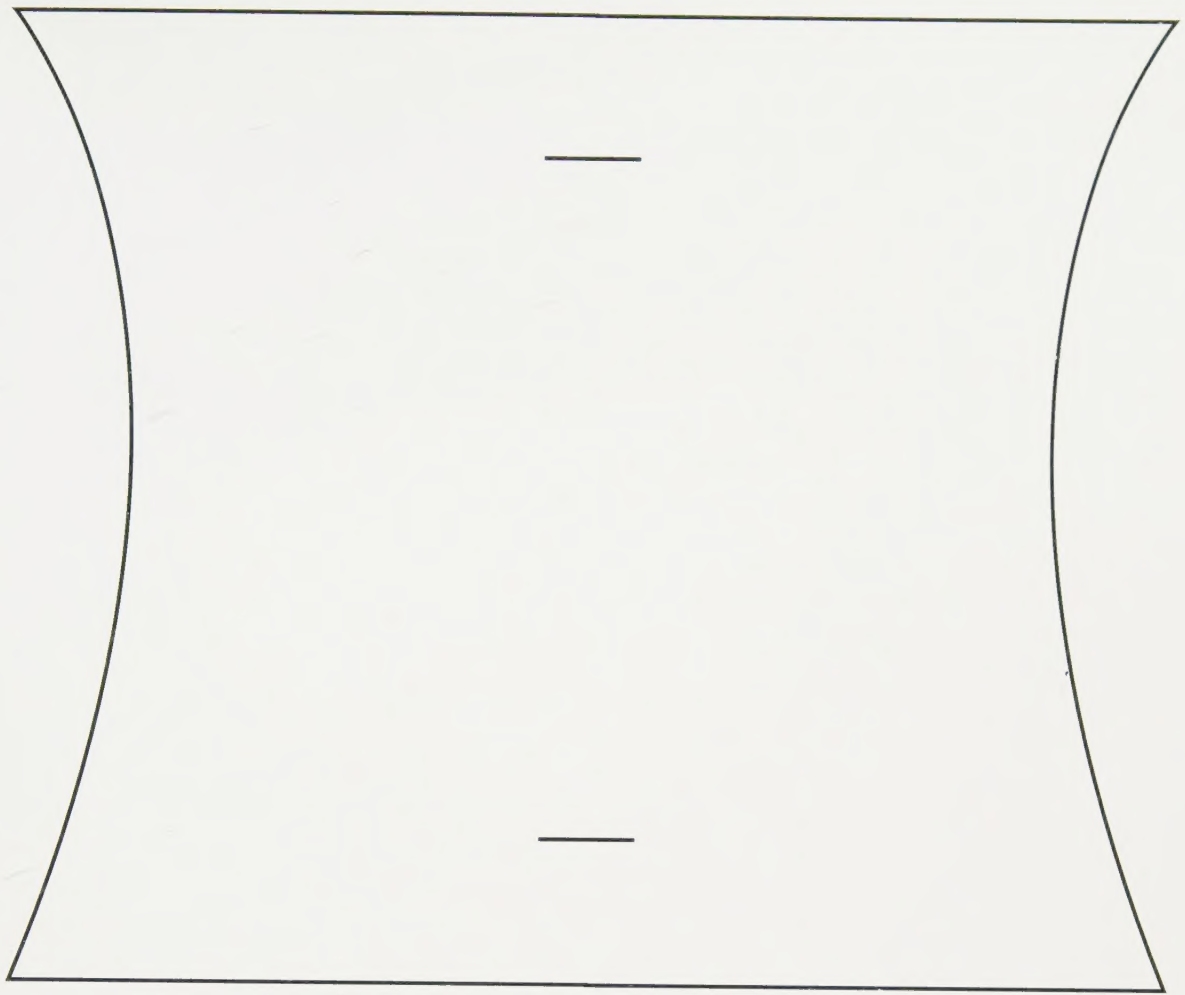


11. When you're ready, insert straws through slots in the sails, as shown. Then put straws through mast holes.

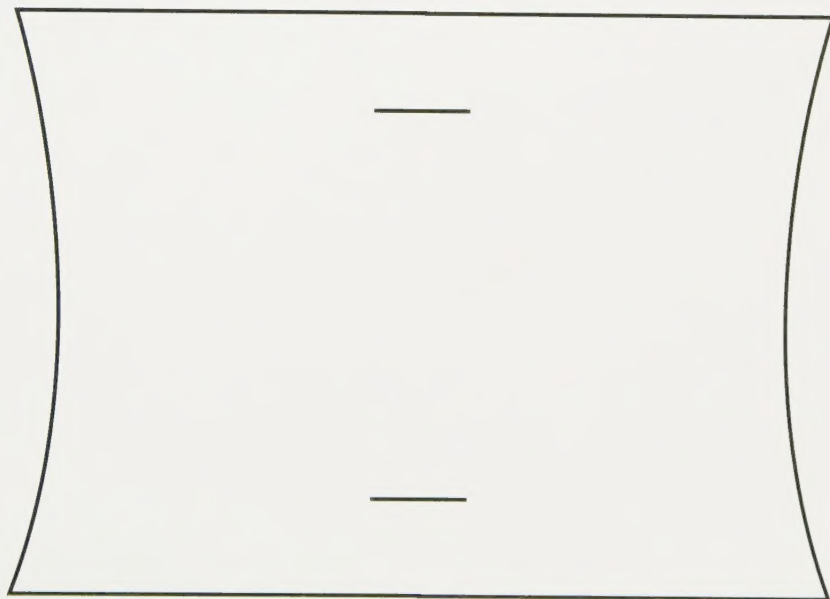


12. Place your Spanish Galleon on the *base*.

Congratulations!
You are now captain of your own ship!



front sail



rear sail

TAB F

TAB E

TAB D

TAB C

TAB B

TAB A

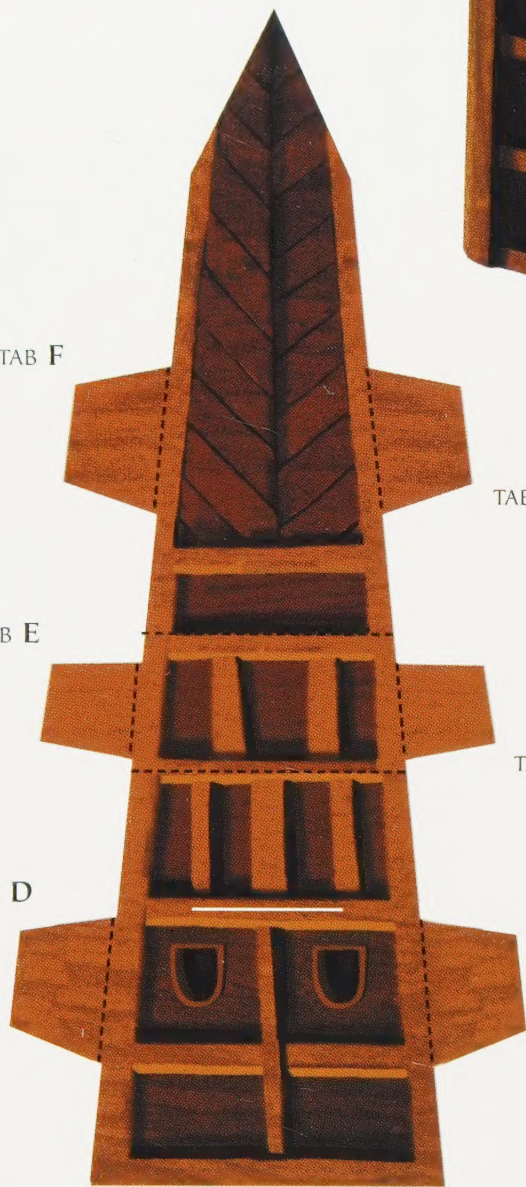
back panel

body

Spanish Galleon

base label

TAB M



base



TAB L

base



TAB J

TAB K

TAB I

TAB G

TAB H

deck



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